**Raft Building- Wet weather activity**

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| **Grade** |
| 5/6 |
| **Location** |
| Multipurpose room |
| **Duration** |
| 1 hour (3:00pm-4:00pm) |
| **Group size** |
| 36 students |
| **Safety** |
| * All students must understand that when the whistle is blown, they must stop, look and listen. |
| **Equipment** |
| * Whistle * Newspaper * Beanbags |
| **Activities** |
| **Warm Up:** City gates  **Duration:** 10 minutes  **Rules:**   * Form groups of 4 and assign a leader * Everyone runs freely within a area and on a given signal (clap of hands) the leaders stand with their feet astride. The other members of the group must run to their leader and one at a time, pass through the leader’s legs and line up behind, making a tunnel for others to pass through. * First team to be standing in line wins.   \* Teacher to make sure all teams are separate during the free running  **Main Activities (all teams are competing against each other and will perform various activities)**   **There must be 6 groups of 6 students**  **First, second and third in each activity is awarded points. (first-10, second-7 third- 4)**   **Activity One**: Wheelbarrow race Duration: 5-10 minutes   * Each team must split into pairs * When the whistle is blown students must hold their team member by the legs and race the finish. The pair that comes first, second and third are awarded points which will be added to their teams total.   **Activity Two** Newspaper Races Duration: 5-10 minutes   * Each group is given two sheets of newspaper and are only permitted to place their feet on the newspaper as they race to designated point before returning to their group and passing the pieces of newspaper to the next runner. * First team to finish wins.   **Activity Three:** Minefield Duration: 5-10 minutes   * Beanbags are scattered across the floor of the multipurpose room or gymnasium. In pairs, one person verbally guides his/her blindfolded partner, through the minefield, avoiding the beanbag mines, in a race to the opposite side of the minefield.   **Activity Four** - Balloon Blowing Relay  Duration: 5-10 minutes   * Each player is required to blow up their balloon and run or walk around at a given point, then return to the next player who blows up their balloon, and then runs or walks around the mark ect. All players must have a turn and the winning team is that one that has all its balloons intact and is sitting down in a straight line.   **Cool down** Duration: 10 minutes Allow time for group to:  - Winning team is announced  - Pack up and put away all equipment - Get a drink - Reflect on how the session went |